

Herbal teleportation and dwarven cannons (S14 - 02/06/2024)

- to the smithy in the city
 - Paracelsus manages to convince the party to do a detour via the southern apothecary shop
 - it is on the way
 - could have some much needed potions or ingredients for them
 - Herbalism shop
 - same eerie look inside
 - Paracelsus steps in
 - he disappears from the view of the ones outside
 - Quake sends Lump inside
 - he disappears from the view of the ones outside
 - Lump can see Paracelsus inside
 - Baz keeps an eye out
 - Quest stays with Quake for now
 - Hertton keeps an eye out
 - the shop is the same as before
 - doctor bag is still looted
 - corpse ashes are still on the floor
 - potion is still brewing
 - inspecting the shadows
 - male and female
 - no burnt equipment
 - not normal fire
 - around th figure on the floor is glass
 - from a thick potion bottle
 - origin looks like where an old brewing stand was
 - inspecting the potion
 - floating islands in the liquid
 - magical fire aura
 - hard to know more
 - Quake tells Paracelsus that he doesn't have the time to identify
 - after careful handling the potion is retrieve
 - Paracelsus and Lump get out
 - the others can't be seen
 - no clues if it is the same place
 - after a moment they both enter back

- Paracelsus is excited about that thing
- party decides to test it together
 - to mark the place Paracelsus leaves a scalpel
 - after coming back out the scalpel is here
- Paracelsus wants to do one last test
 - needs someone with good eyesight
 - Baz "volunteers"
 - going through both appear with no party on sight
 - Baz confirms it looks like the other version of the shop on the north-west side of the city
 - Baz goes back through
 - Paracelsus stays just to mark on the wall (3a)
 - as he tries to go through he stays in that side
 - after quite a few tries Paracelsus manages to come back
 - Paracelsus marks this side too (3b)
 - party is informed on that teleportation stuff
- screaming girl in a hole
 - still screams but a different person
 - says something different
 - asks for help in infernal
 - Quake shouts back

“ who are you ?

- it answers asking who we are and why we seek help in this forsaken place
- party decides to maybe come back later but not now
- in an intersection
 - an intact building is aflame in eldritch flames
 - flames are not hot
 - Baz throw a stick to the building
 - it bounces
 - not on fire
 - Paracelsus places his hand in the fire
 - succeeds a con save
 - nothing happens

“ maybe lets not do more

- *maybe Quest should learn that the leash thing will **not** happen*
- the spokes smithy
 - smokes stacks can start to be seen
 - it is getting late into the evening
 - pulsing lights blue lights
 - Paracelsus perceives it matches his heartbeat
 - veins across the ground
 - blacksmith shop

- series of barricades outside
- a few cannons are here
 - one fires
 - a large monstrosity falls
 - a voice can be heard shouting "all clear"
- party crosses the rift towards the smithy as the night falls
- a dwarf hails the party
 - Quake answers that we are here to guard them
 - Dwarf asks if we are the ones from the Amethyst Academy that were sent by Elouise
 - Quake corrects that we are here on behalf of the Amethyst Academy not part of it
 - the dwarf is armored and has some vials of poison
- party advances to the outpost
- female dwarf starts talking
 - name is Gertrude
 - we are late
 - we are not allowed to use the guns yet (trust issue)
 - that shift is not calm at all
 - monsters
 - husks
 - ratlings
 - and more...
 - try to limit light usage
 - attracts more monsters
 - most people should be fine without it
 - Herton is not
 - male dwarf leads Herton inside
 - hands out Googles of Night
 - *Herton now has darkvision !*
- Quake places Lump outside
- Paracelsus goes towards the fallen husk
 - Herton follows him
 - after opening the its sternum he extracts an Ethereal Transfusion
 - Herton notices some movement going towards them
 - Paracelsus is too busy to notice
 - rest of the party notices
- *fighting script*
 - Baz
 - zoomies to the rift
 - Baz shoots one of the rift haze husks
 - Paracelsus finishes extracting the Ethereal Transfusion
 - Gertrude
 - rings the bell
 - all the miners starts running out of the rift
 - one of the dwarf groups lights up the cannon on the northern group of haze husks and obliterates a couple of them
 - Quake slaps one of the northern haze husted

- Quest uses the rift to cast flamestrike on the southern group of haze husks killing all but one
- northern haze husk group marches forward
- Herton
 - drags Paracelsus out
 - holds a booming blade
- south eastern haze husk
 - ambushes Herton and Paracelsus
 - Herton hits one of them
 - they all miss Herton and Paracelsus
- Baz
 - aims at one that is swarming Paracelsus and Herton
 - gravely wounds it
- rift haze husk group marches to the ladder
- southern haze husk group dashes on the other side of the rift
- Paracelsus
 - moves a bit
 - all opportunity attack misses him
 - throws a potent solvent (casts corrosive blast)
 - 2 husks die
 - when they die they explode threatening with shards of delirium
- Gertrude
 - orders the cannons to be shot
 - one fires
 - the second one is not fired as the dwarves swear at Quest standing in the middle of the shooting line
- Quake
 - crits one down
 - moves Quest out of the cannon sightline
- Quest
 - casts spirit guardian
 - starts flying over the husks (in the cannon sightline again)
- northern haze husks move towards the cannons
- Herton
 - shoves Paracelsus out of reach
 - moves out of the way
 - the poison breath weapon doesn't affect them
- south eastern haze husks
 - swarm Paracelsus
 - all miss Paracelsus
- Baz finishes one husk off
- rift haze husk group moves in the spirit guardian and dies
- Paracelsus
 - dons his mask
 - throws a bio-hazard at his feet surrounding him and the husks
 - Paracelsus is immune to his own spells
 - undeads are affected by Paracelsus's poison

- Gertrude
 - cannons are shot obliterating even more husks
- Quake slaps a husk near Baz
- Quest
 - comes near Baz engulfing the husks
 - eldritch blasts one of them down
- Herton
 - vortex warps Paracelsus to safety
 - climbs down to the rift
 - all the ones that surrounded Paracelsus then explode
 - *got saved from 3 explosions thx Herton <3*
- Baz finishes the last one
- shards are removed from Herton
 - party is to give all the shards to the dwarfs
 - our pay is with the Amethyst Academy so no double dipping
- Paracelsus goes and tries to inspect a husk that did not explode
 - Paracelsus walks into the spirit guardian
 - *why would i assume that Quest would hurt Paracelsus*
 - Quest could not see Paracelsus when casting
 - Paracelsus is damaged by the spirit guardians
 - Quest deactivates the spirit guardians
 - powerful damage (crits) and radiant damage prevented the explosion
 - harvests 2 more for the Ethereal Transfusion
- the miners start working again
- Gertrude throws the shards in the forge
 - to melt them
 - helps removing meteorite impurities
 - can be molded into weapons after
 - still very dangerous to wield
- Quake asks Gertrude about the delirium dagger
 - she doesn't know who made it sadly
- watches are taken
 - Paracelsus gives aid again to the rest of the party
 - everyone is able to short rest
 - Paracelsus proposes the Ethereal Transfusion to the party
 - everyone refuses the "dead juice"
 - *for now*
 - Lump is starting to get *a bit* drunk
 - Paracelsus identifies the potion from the herbalism shop
 - it is a potion of fire breath
 - loud wails can be heard through the streets
 - from the west
 - *fighting script*
 - Quake is surprised
 - Paracelsus
 - warns the party from noises coming west
 - dashes through the camp

- Quest
 - flies in the camp
 - holds an eldritch blast
- unpredictable haze husk
 - runs to the edge of the camp
 - gets blasted away
- Baz is surprised
- Herton runs in the camp
- Gertrude
 - rings the alarm
 - gets near the cannons
- Quake
 - moves in the camp
 - slaps impatient haze husk
- Paracelsus
 - steps forward
 - casts hypnotic pattern on impatient haze hulk
- Quest blasts away unpredictable haze hulk
- unpredictable haze hulk
 - runs in
 - picks up the cannon
 - chucks it at Quest and Herton
- Baz
 - dashes atop the building
 - misses with his bow
- miserly haze husk
 - runs in
 - slams Gertrude twice
- Herton
 - reduces the cannon
 - repositions it
 - drops the reduce
 - cannon is back up
- Gertrude
 - runs to unpredictable haze husk
 - spears unpredictable haze husk
 - dwarves run to the new cannon position
- impatient haze husk is incapped
- **Session ends at the start of a new turn**

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